

Project Title	Funding	Strategic Plan Objective	Institution
MRI: Acquisition of instruments for interaction, learning, and perception in virtual environments	\$59,884	Q4.Other	Vanderbilt University
A novel adaptive transactional virtual reality-based assistive technology for autism intervention	\$100,000	Q4.Other	Vanderbilt University
HCC-Medium: Personalized socially-assistive human-robot interaction: Applications to autism spectrum disorder	\$246,386	Q4.Other	University of Southern California
Robotics and speech processing technology for the facilitation of social communication training in children with autism	\$85,000	Q4.S.C	University of Southern California
Evaluating a 3D VLE for developing social competence	\$84,997	Q4.Other	University of Missouri
Developing a 3D-based virtual learning environment for use in schools to enhance the social competence of youth with autism spectrum disorder	\$492,790	Q4.L.D	University of Missouri
Animated Visual Supports for Social Skills (AViSSS)	\$28,571	Q4.Other	University of Kansas Medical Center Research Institute, Inc.
Communication success and AAC: A model of symbol acquisition	\$343,664	Q4.S.G	University of Kansas
Making words meet: Using computerized feedback to facilitate word combinations in children with ASD	\$89,518	Q4.S.G	University of Illinois at Urbana-Champaign
Visualizing voice	\$28,000	Q4.S.G	University of Illinois at Urbana Champaign
Enhancing social communication for children with HFA	\$37,829	Q4.Other	University of Haifa
iSKILLS : The audio/video guidance repository for life skills	\$408,294	Q4.L.D	University of Georgia
Robot child interactions as an intervention tool for children with autism	\$200,236	Q4.Other	University of Connecticut
Sensorimotor learning of facial expressions: A novel intervention for autism	\$494,454	Q4.Other	University of California, San Diego
Developmental and augmented intervention for facilitating expressive language	\$558,000	Q4.S.G	University of California, Los Angeles
Technology support for interactive and collaborative visual schedules	\$0	Q4.S.G	University of California, Irvine
Virtual reality and augmented social training for autism	\$176,185	Q4.Other	University of California, Davis
HCC: Collaborative research: Social-emotional technologies for autism spectrum disorders	\$46,087	Q4.S.F	The Groden Center, Inc.
Virtual environment for social information processing (VESIP)	\$74,964	Q4.Other	Soar Technology, Inc.
Daily living and community skills video game for children with developmental disabilities	\$99,258	Q4.Other	Sandbox Learning Company
Utility of social robots for promoting joint attention in infants and toddlers with disabilities	\$199,650	Q4.Other	Orelena Hawks Puckett Institute
Do animations facilitate symbol understanding in children with autism?	\$199,996	Q4.S.G	Northeastern University
HCC: Collaborative research: Social-emotional technologies for autism spectrum disorders	\$175,362	Q4.S.F	Massachusetts Institute of Technology

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Software to enrich the noun lexicons and lexical learning of children with autism	\$191,819	Q4.L.D	Laureate Learning Systems, Inc.
Handheld technology to assist students with autism spectrum disorder	\$99,735	Q4.L.D	HandHold Adaptive, LLC
SBIR Phase I: Electronic reading tool: Story interactive media player	\$150,000	Q4.Other	Echelon Group, Inc.
Parenting your young child with autism: A web-based tutorial	\$249,399	Q4.L.D	Center for Psychological Consultation
Project Lifesaver Program	\$0	Q4.S.H	Burlington County Sheriff's Department
Using robotics to promote social cognitive skills in the inclusive classroom	\$74,908	Q4.Other	Anthrotronix, Inc.
An interactive social tutoring system to improve and measure social goals for students with high functioning autism spectrum disorders	\$74,995	Q4.Other	3-C Institute for Social Development

